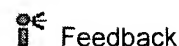


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S13	34	717/124,127-129.ccls. and (713/150-194.ccls. "380"/\$.ccls. "726"/\$.ccls.)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2008/02/06 13:48
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1 [Shader algebra](#)

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 Michael McCool, Stefanus Du Toit, Tiberiu Popa, Bryan Chan, Kevin Moule
 August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Publisher: ACM

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An algebra consists of a set of objects and a set of operators that act on those objects. We treat shader programs as first-class objects and define two operators: connection and combination. Connection is functional composition: the outputs of one shader ...

Keywords: graphics hardware, real-time rendering, shader programming
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2 [Static conflict analysis for multi-threaded object-oriented programs](#)
 Christoph von Praun, Thomas R. Gross
 May 2003 **ACM SIGPLAN Notices**, Volume 38 Issue 5

Publisher: ACM

 Full text available: pdf(674.11 KB) Additional Information: [full citation](#), [abstract](#), [references](#),
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A compiler for multi-threaded object-oriented programs needs information about the sharing of objects for a variety of reasons: to implement optimizations, to issue warnings, to add instrumentation to detect access violations that occur at runtime. An ...

Keywords: heap shape graph, object use graph, program analysis, race detection, representations for concurrent programs
3 [Techniques for obtaining high performance in Java programs](#)
 Iffat H. Kazi, Howard H. Chen, Berdenia Stanley, David J. Lilja
 September 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 3

Publisher: ACM

Additional Information: [full citation](#), [abstract](#), [references](#),

Full text available:  [pdf\(816.13 KB\)](#)

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This survey describes research directions in techniques to improve the performance of programs written in the Java programming language. The standard technique for Java execution is interpretation, which provides for extensive portability of programs. ...


Keywords: Java, Java virtual machine, bytecode-to-source translators, direct compilers, dynamic compilation, interpreters, just-in-time compilers

4 Dynamic metrics for java



Bruno Dufour, Karel Driesen, Laurie Hendren, Clark Verbrugge
October 2003 **OOPSLA '03**: Proceedings of the 18th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications

Publisher: ACM

Full text available:  [pdf\(222.67 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

In order to perform meaningful experiments in optimizing compilation and run-time system design, researchers usually rely on a suite of benchmark programs of interest to the optimization technique under consideration. Programs are described as *numeric*, ...


Keywords: Java, dynamic metrics, execution traces, optimization, profiling, program analysis, software metrics

5 Specifying representations of machine instructions



Norman Ramsey, Mary F. Fernández
May 1997 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 19 Issue 3

Publisher: ACM

Full text available:  [pdf\(320.62 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

We present SLED, a specification language for Encoding and Decoding, which describes, abstract, binary, and assembly-language representations of machine instructions. Guided by a SLED specification, the New Jersey Machine-Code Toolkit generates bit-manipulating ...



Keywords: compiler generation, decoding, encoding, machine code, machine description, object code, relocation

6 Shader algebra



Michael McCool, Stefanus Du Toit, Tiberiu Popa, Bryan Chan, Kevin Moule
August 2004 **SIGGRAPH '04**: ACM SIGGRAPH 2004 Papers

Publisher: ACM

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An algebra consists of a set of objects and a set of operators that act on those objects. We treat shader programs as first-class objects and define two

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Keywords: graphics hardware, real-time rendering, shader programming

7 A study of exception handling and its dynamic optimization in Java



Takeshi Ogasawara, Hideaki Komatsu, Toshio Nakatani

October 2001 **OOPSLA '01**: Proceedings of the 16th ACM SIGPLAN conference on Object oriented programming, systems, languages, and applications

Publisher: ACM

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Optimizing exception handling is critical for programs that frequently throw exceptions. We observed that there are many such exception-intensive programs in various categories of Java programs. There are two commonly used exception handling techniques, ...

8 A study of exception handling and its dynamic optimization in Java



Takeshi Ogasawara, Hideaki Komatsu, Toshio Nakatani

November 2001 **ACM SIGPLAN Notices**, Volume 36 Issue 11

Publisher: ACM

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Bruno Dufour, Karel Driesen, Laurie Hendren, Clark Verbrugge

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Publisher: ACM

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Keywords: Java, dynamic metrics, execution traces, optimization, profiling, program analysis, software metrics


10 Static conflict analysis for multi-threaded object-oriented programs



Christoph von Praun, Thomas R. Gross

June 2003 **PLDI '03**: Proceedings of the ACM SIGPLAN 2003 conference on Programming language design and implementation

Publisher: ACM

Full text available:  pdf(674.11 KB) Additional Information: [full citation](#), [abstract](#), [references](#),
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Keywords: heap shape graph, object use graph, program analysis, race detection, representations for concurrent programs

11 [Real-time shading](#)



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **SIGGRAPH '04**: ACM SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available:  pdf(7.39 MB) Additional Information: [full citation](#), [abstract](#), [cited by](#)

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